

FIG.1

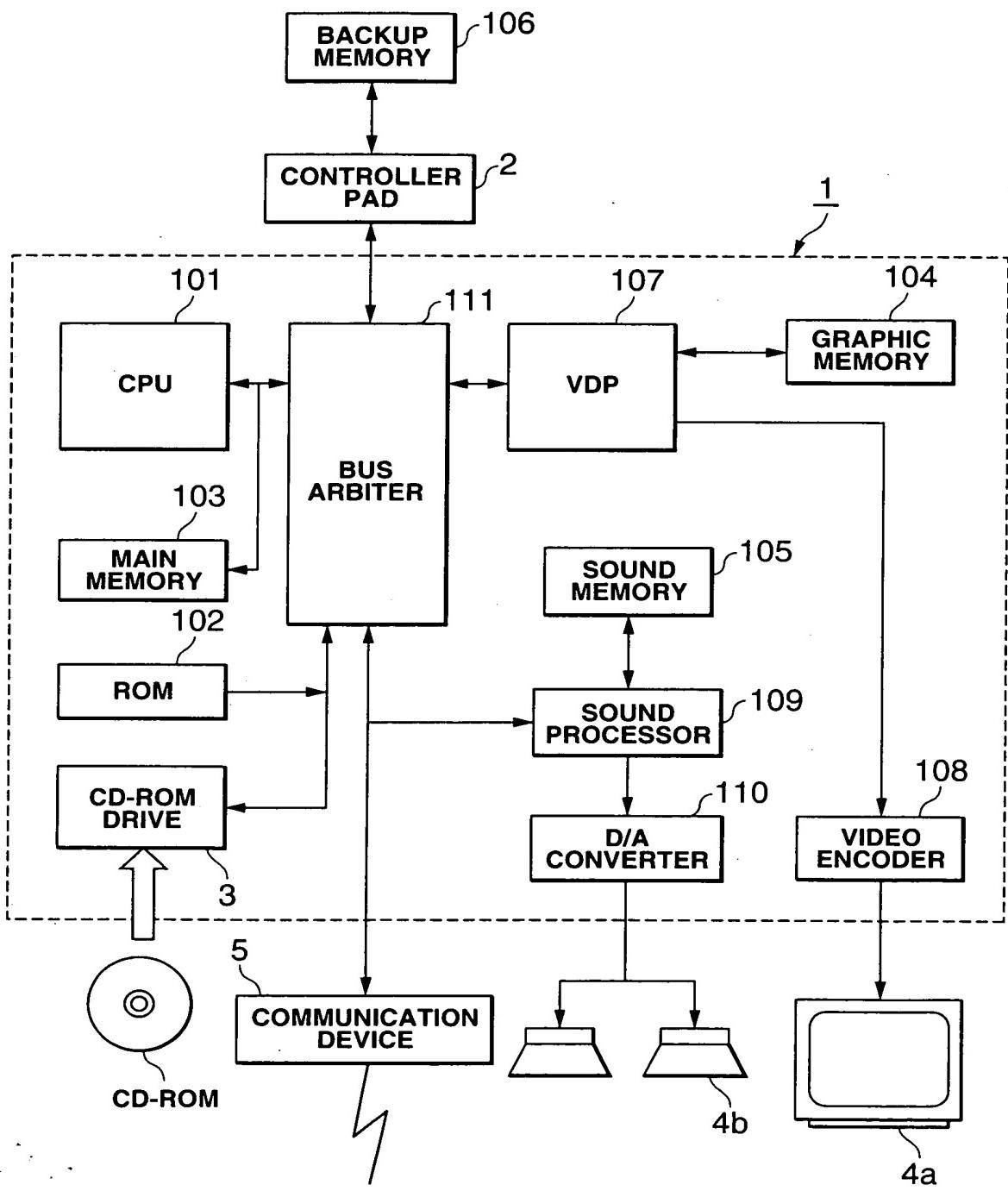


FIG.2

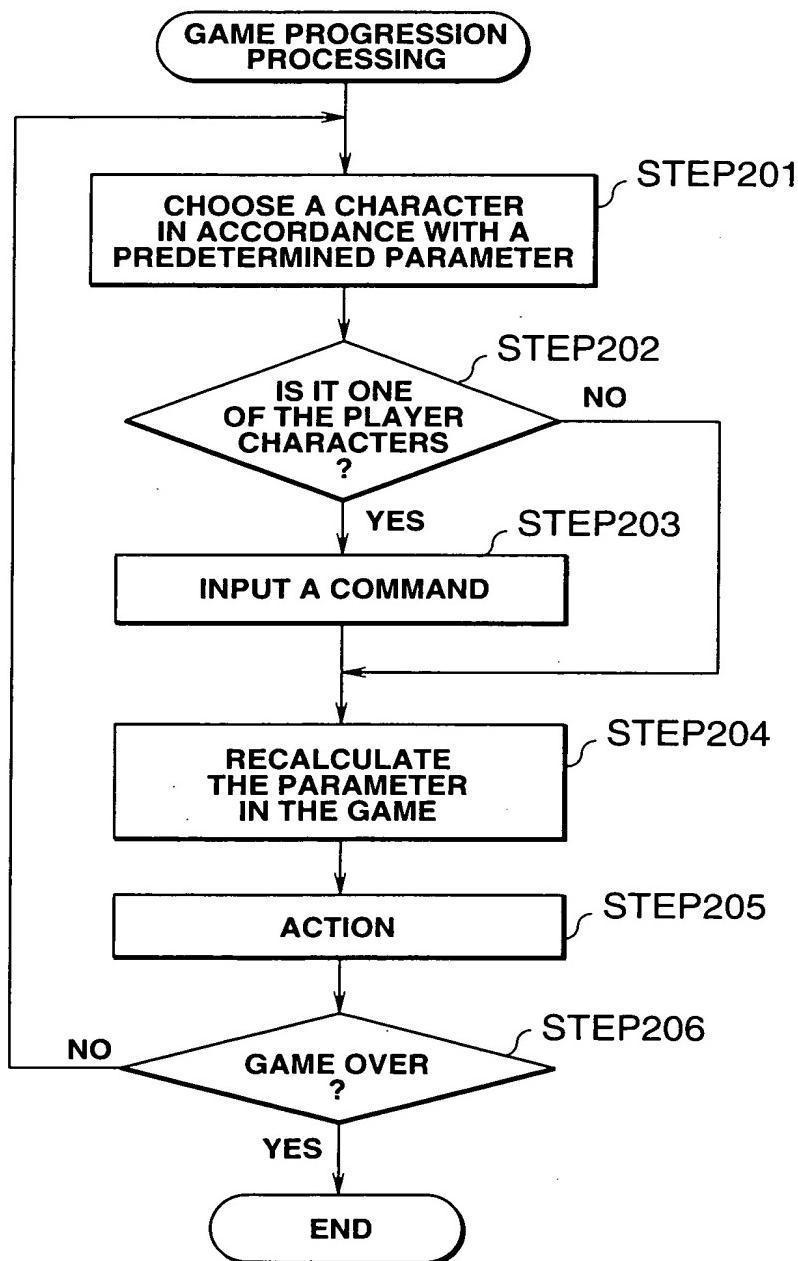


FIG.3

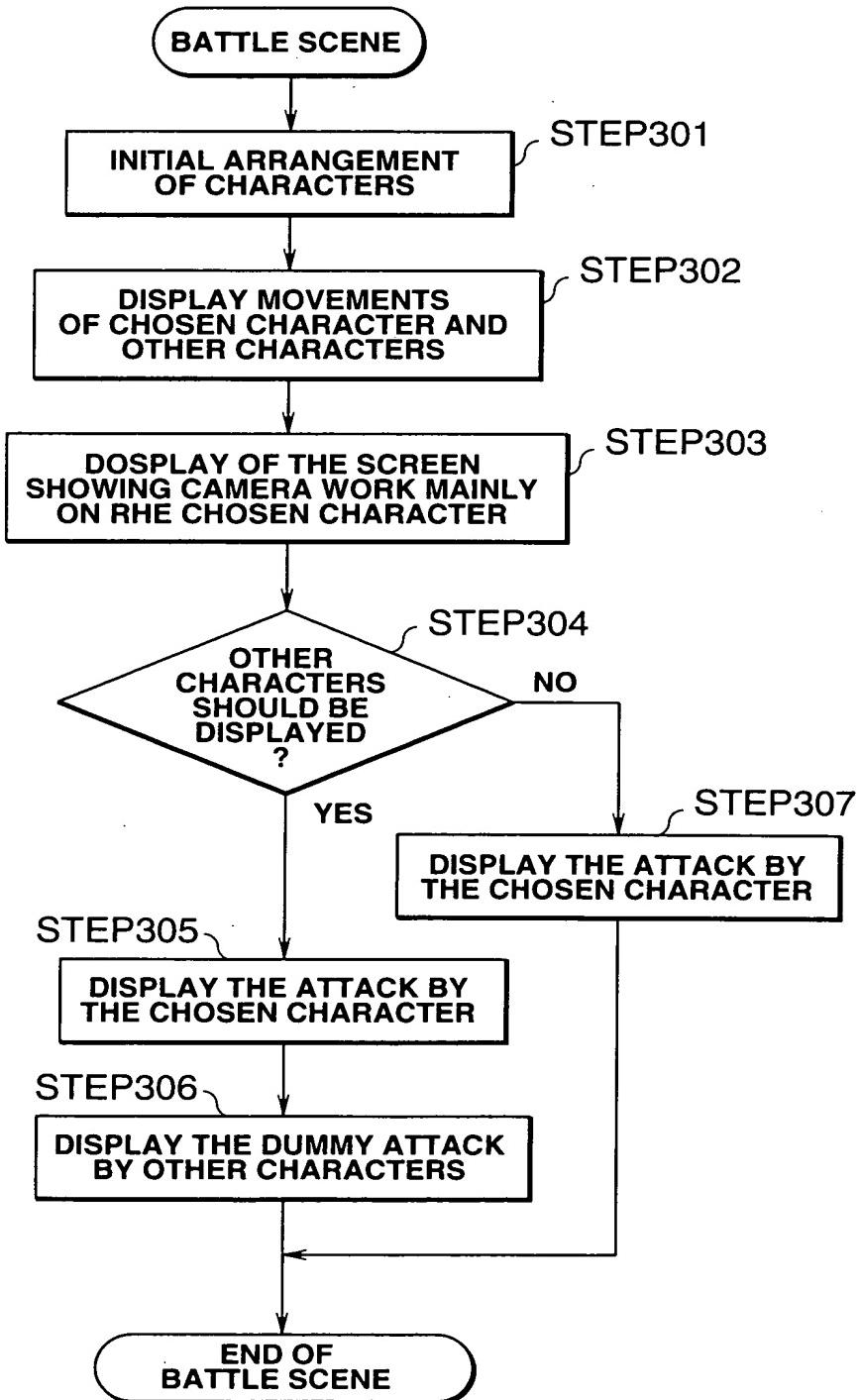


FIG.4

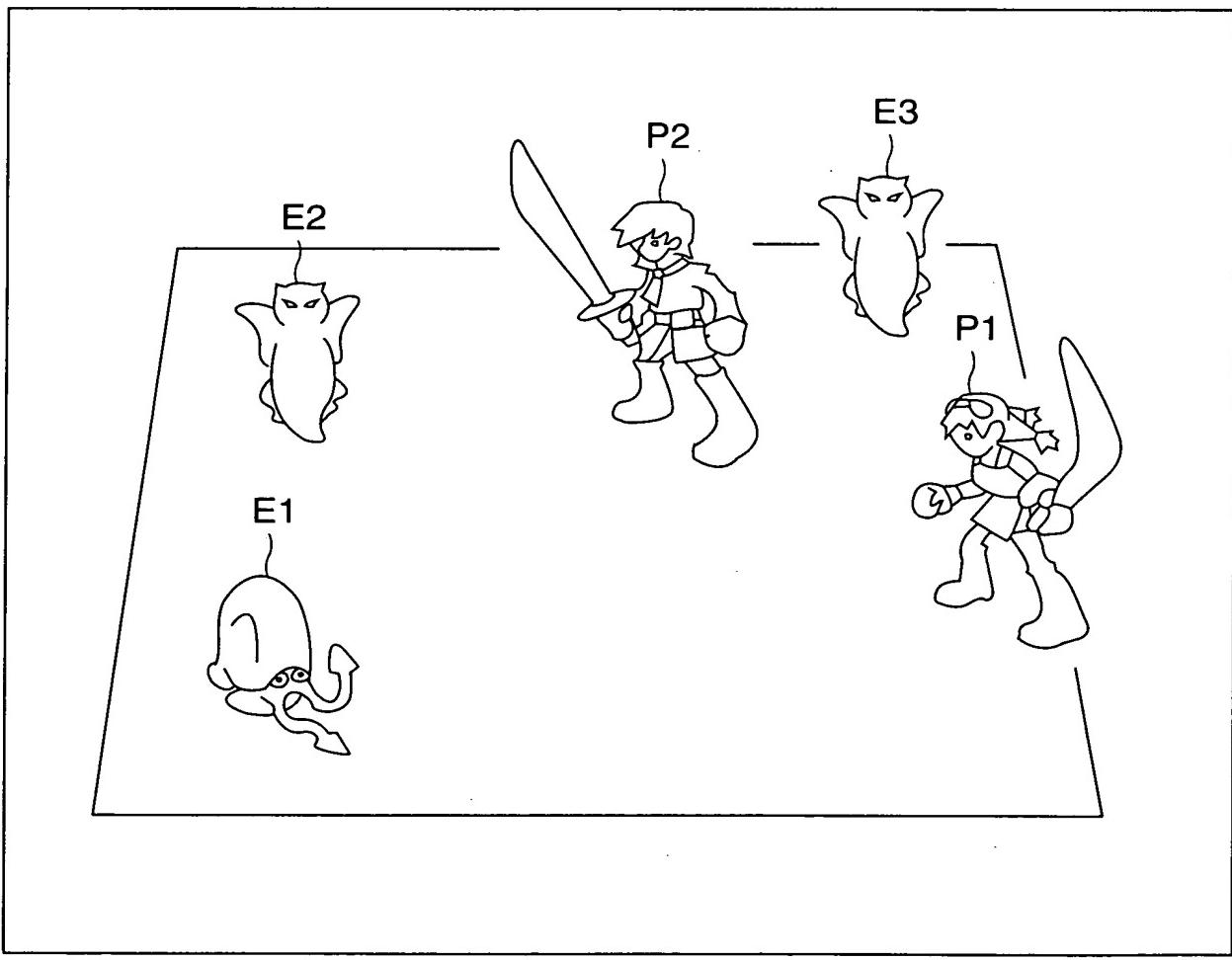


FIG.5

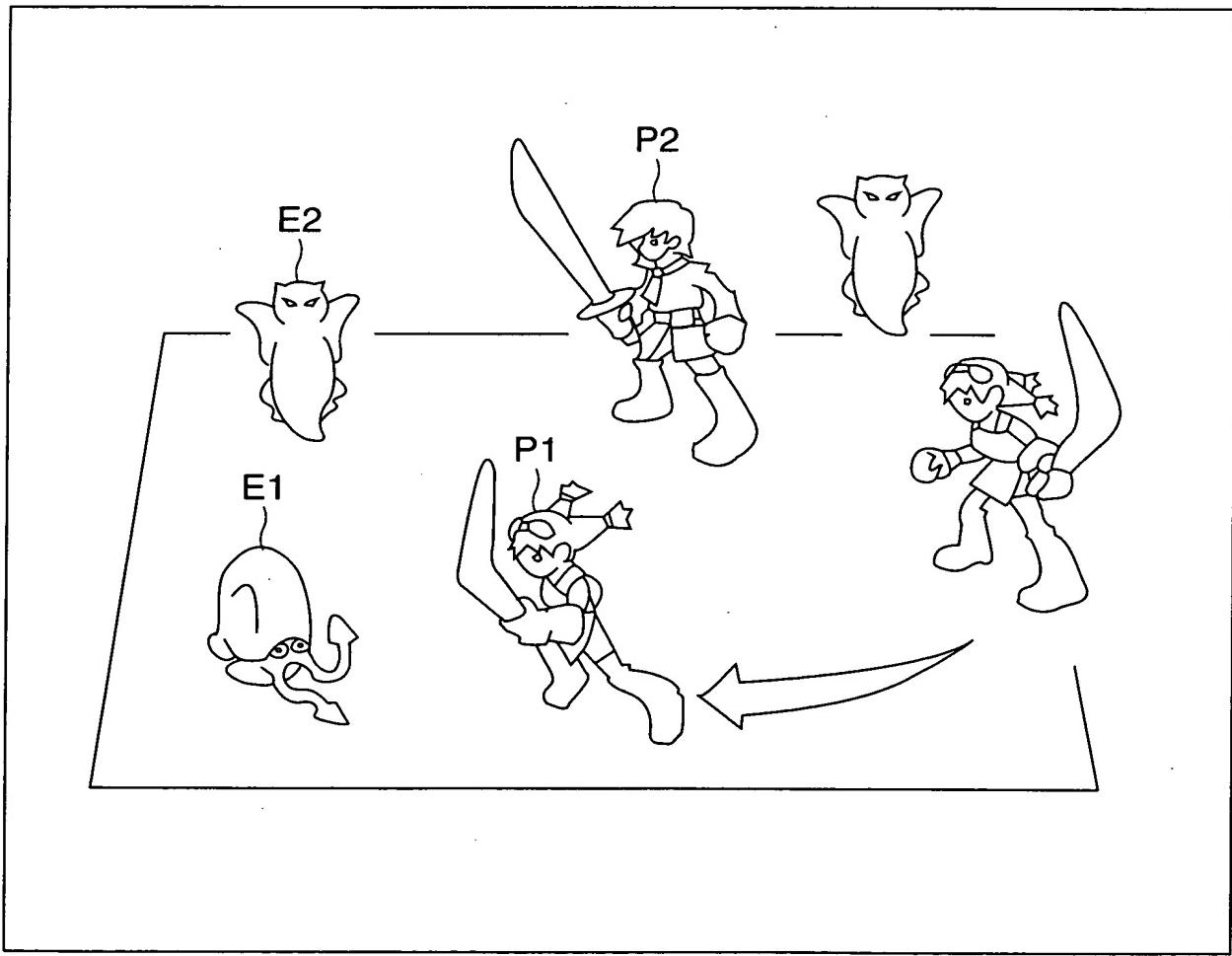


FIG.6

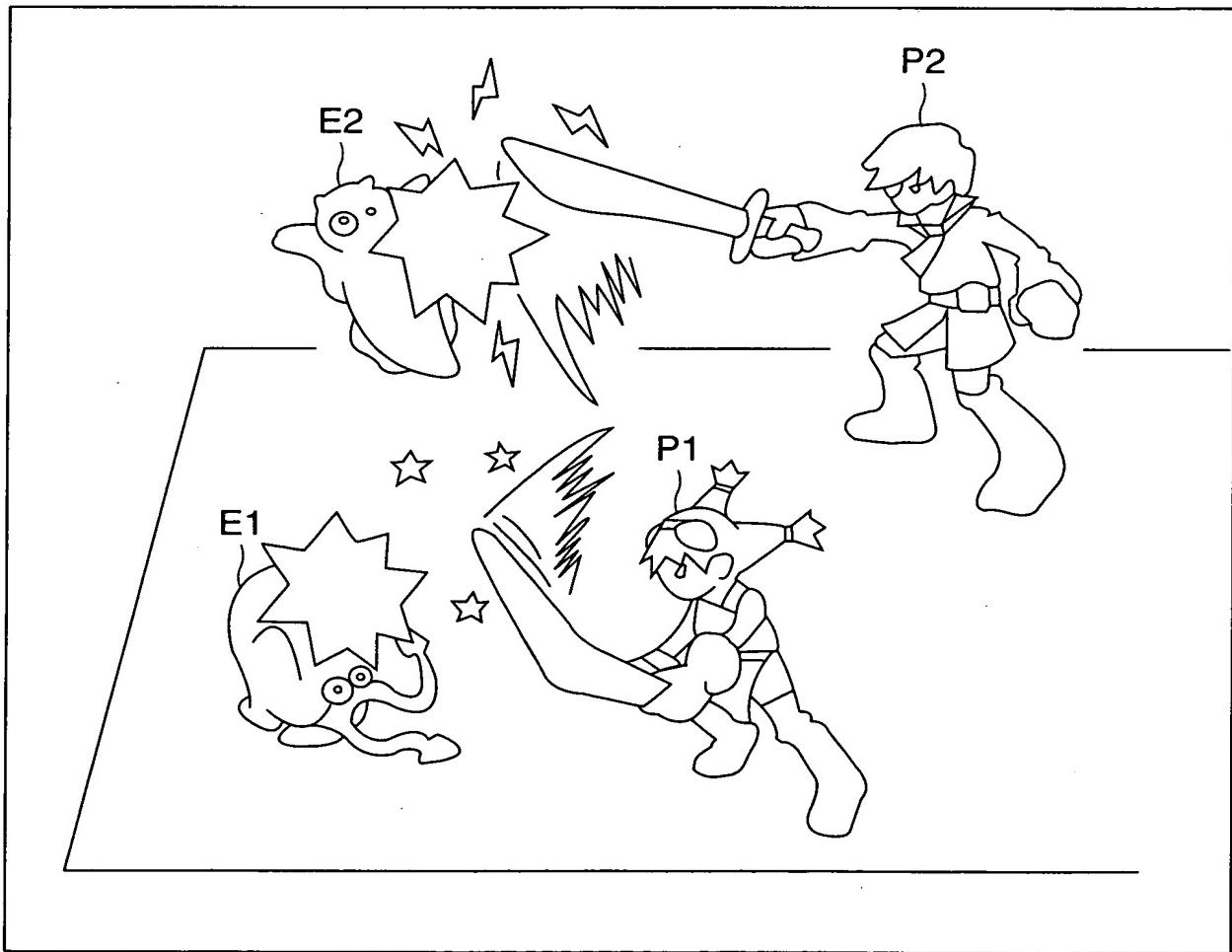


FIG.7

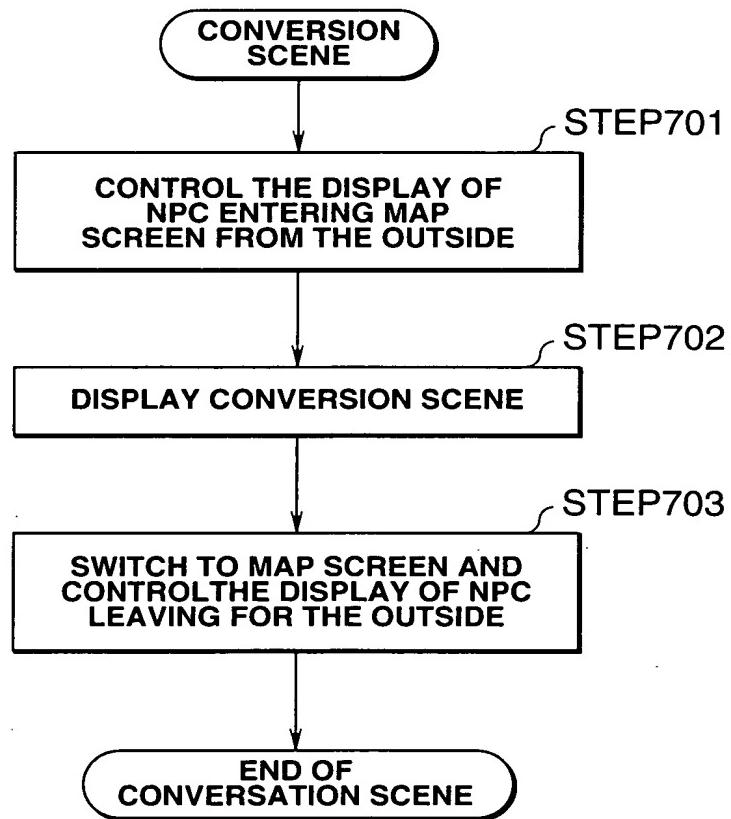


FIG.8

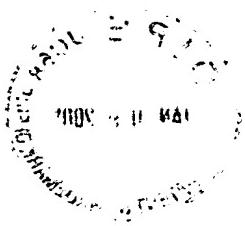
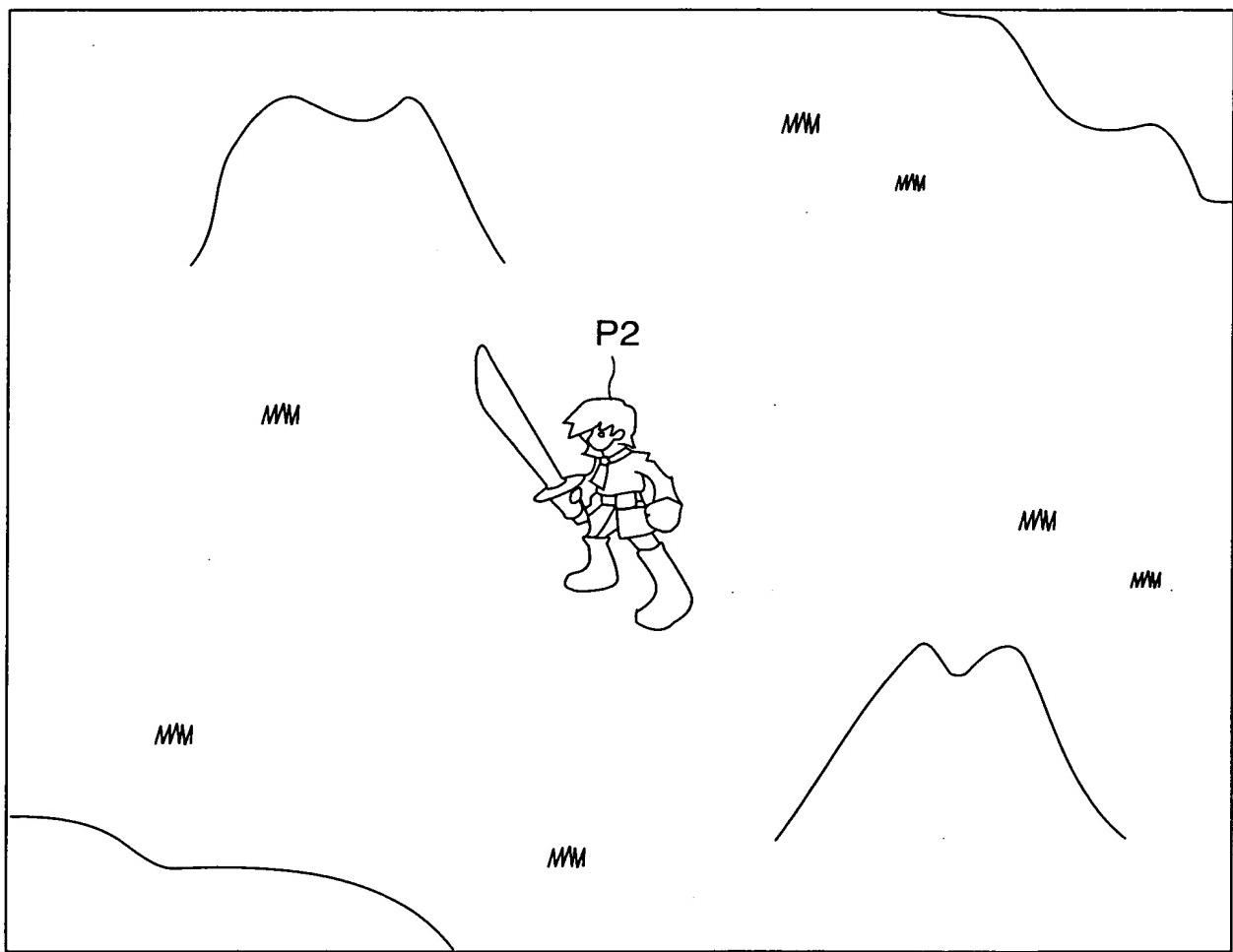


FIG.9

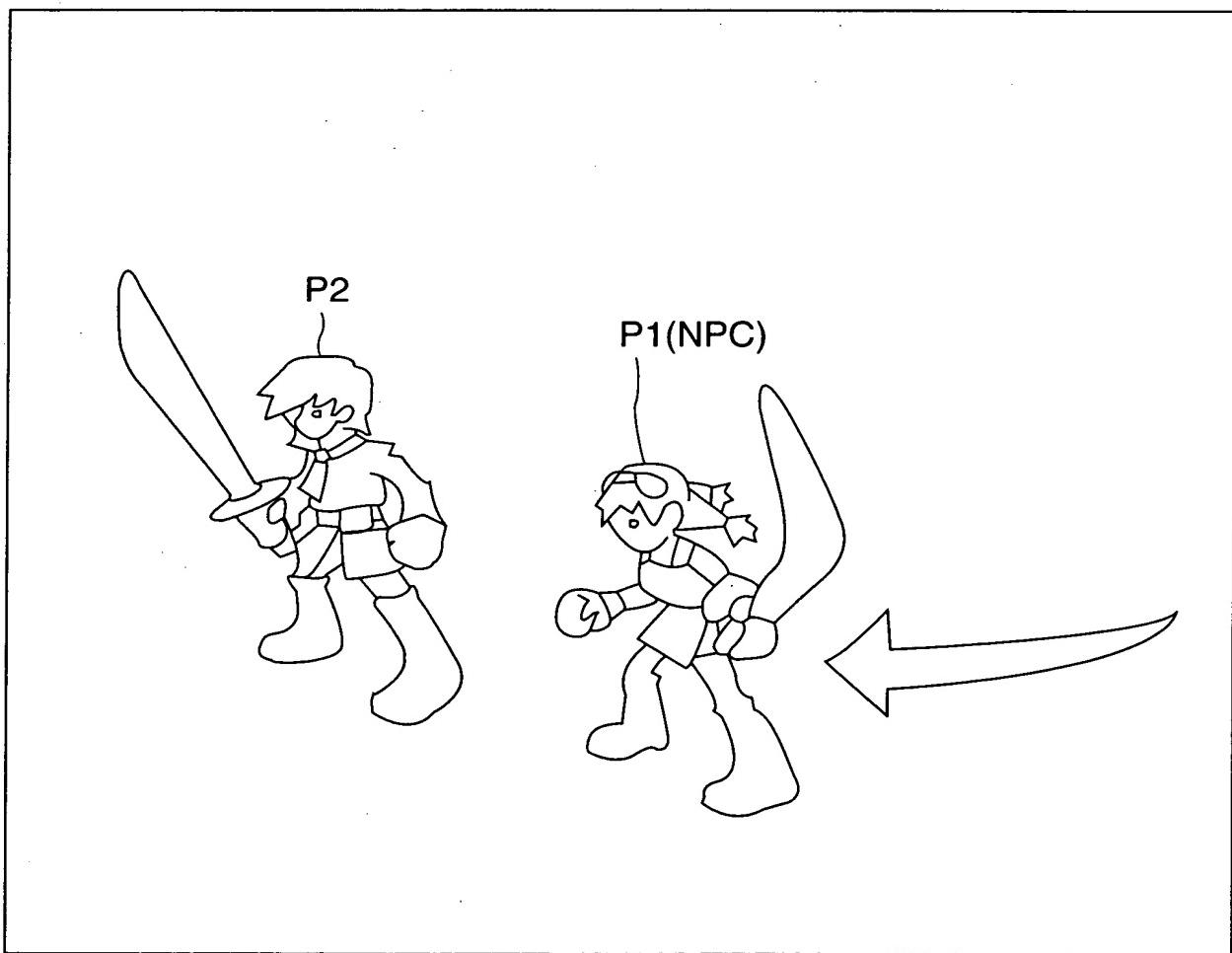


FIG.10

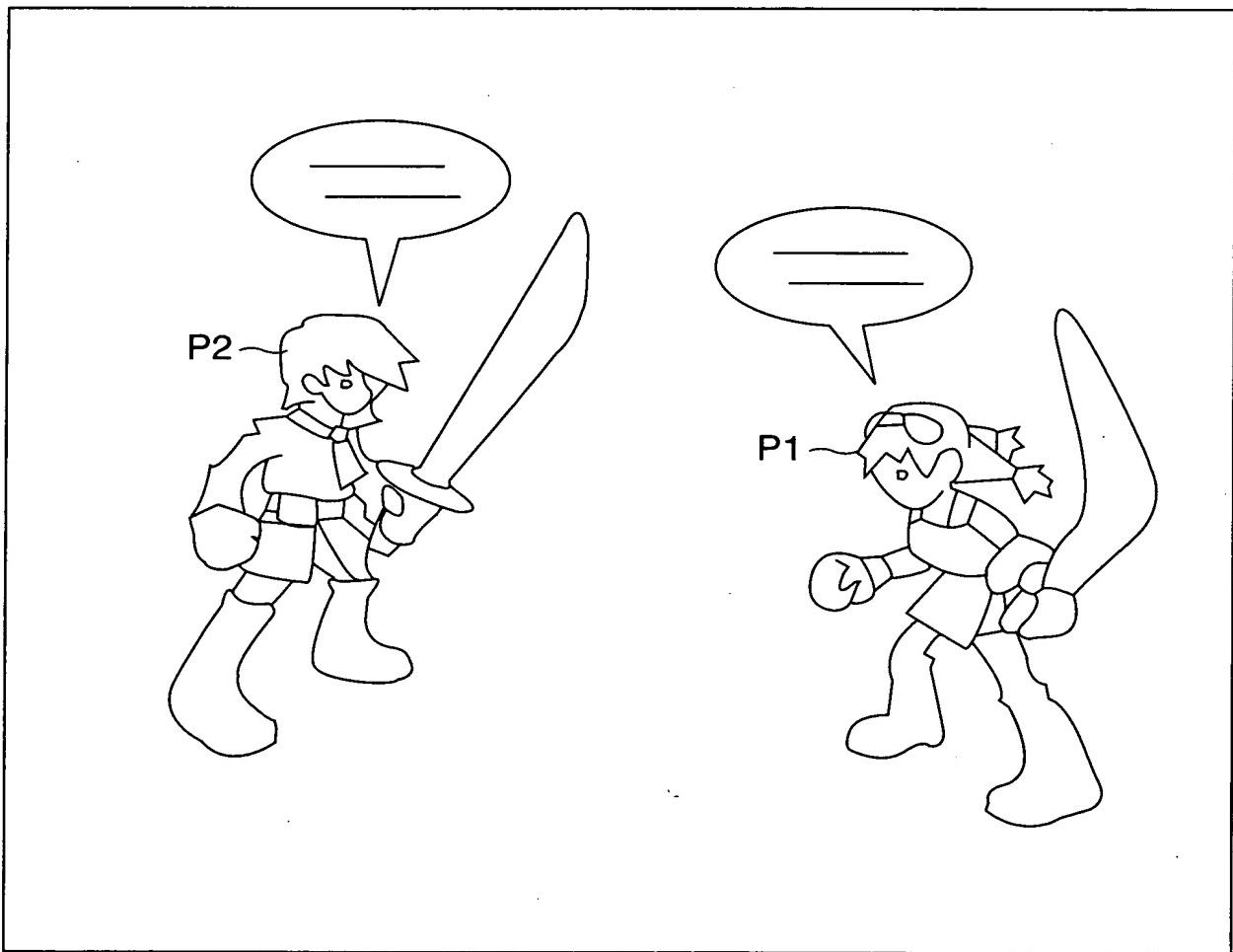
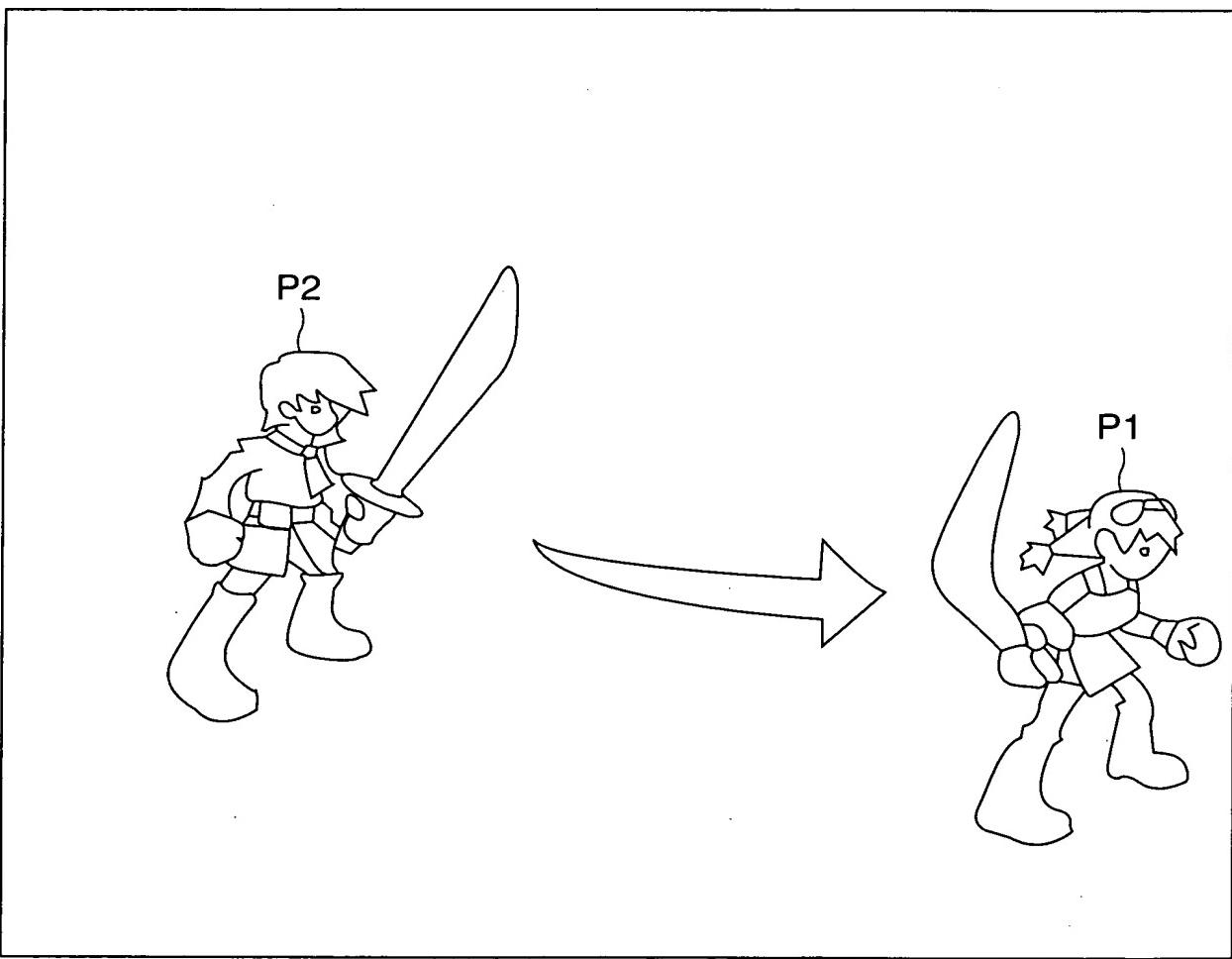


FIG.11



PRINTED IN U.S.A.
© 1987 BY NINTENDO
U.S. PAT. & T. OFF.
REG. U.S. PAT. & T. OFF.
U.S. PAT. & T. OFF.
PRINTED IN U.S.A.
© 1987 BY NINTENDO
U.S. PAT. & T. OFF.
REG. U.S. PAT. & T. OFF.
U.S. PAT. & T. OFF.

FIG.12

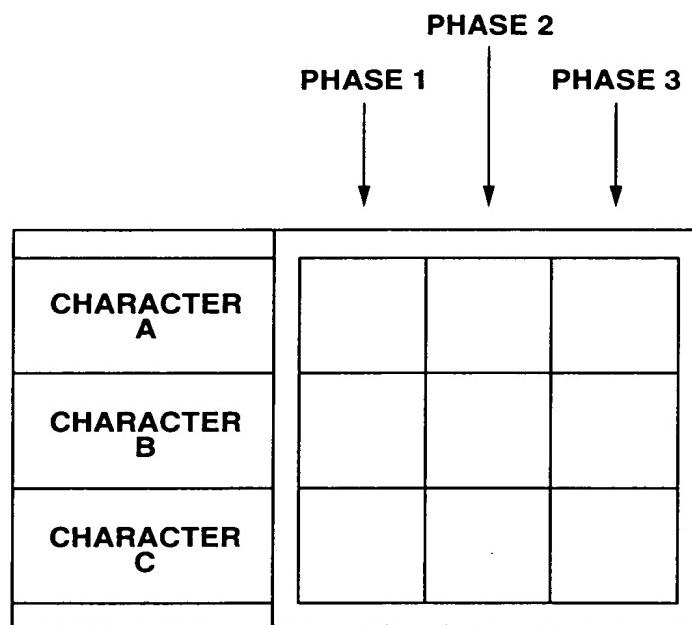


FIG.13

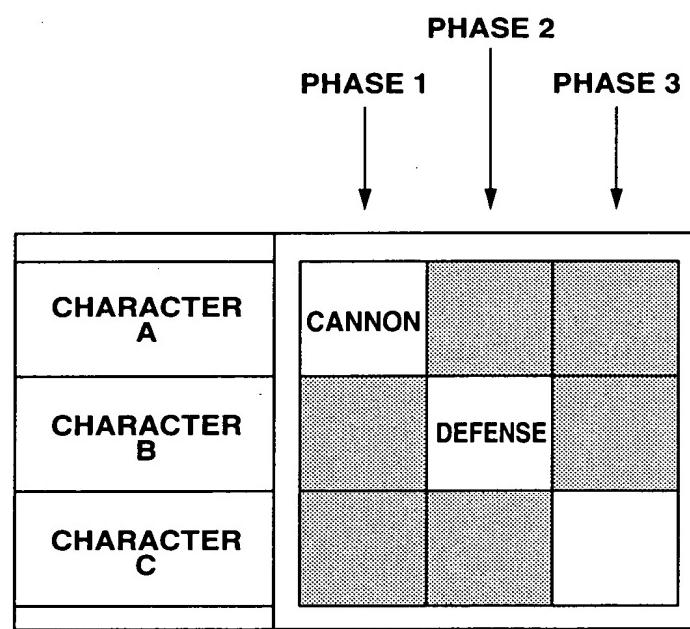
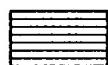
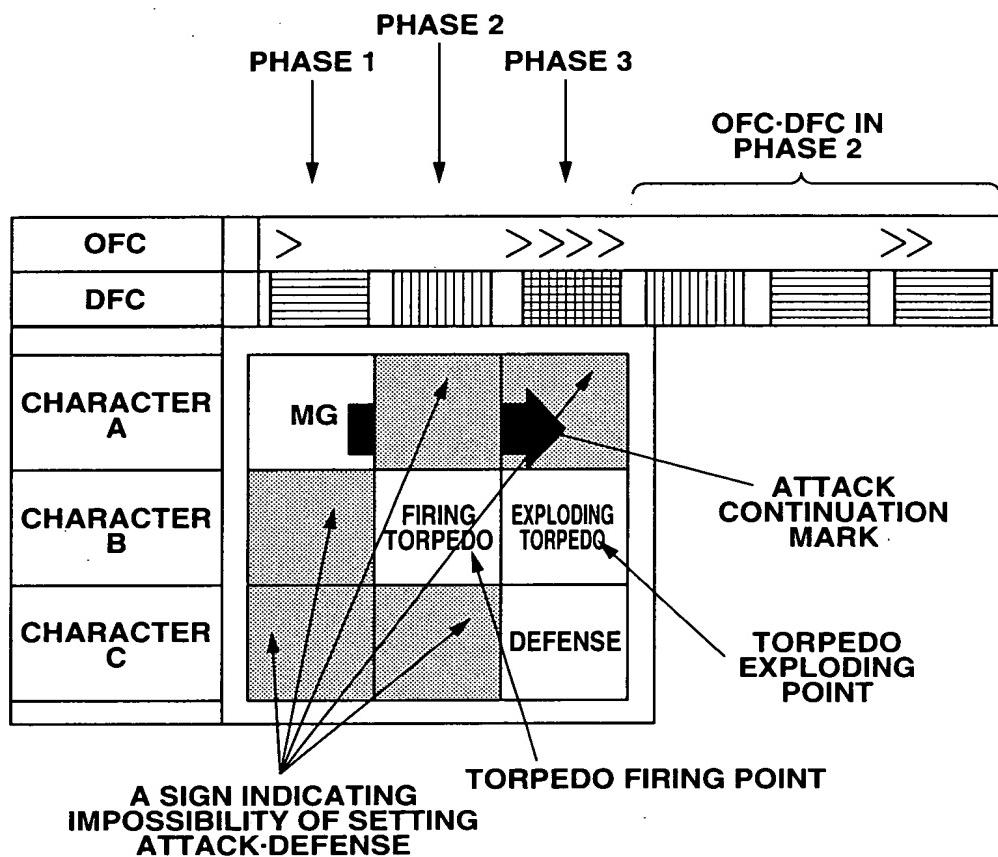


FIG.14



SUBJECT TO DAMAGES



USUAL DAMAGES



NOT SUBJECT TO DAMAGES

>>> THE LARGER THE NUMBER OF ">" IS,
THE MORE EFFECTIVE THE DAMAGES ARE GIVEN.



FIG.15

MENU OF WEAPONS-SHIELDS			PERMITTED NUMBER USED IN 1 GAME (BULLET NUMBERS)
CANON	7 INCH MAIN GUN	3	
TORPEDO	SWALLOW TORPEDO	5	
MG	MACHINE GUN	30	
DEFENSE	SHIELD	7	